

N I N T E N D O[®]

POWER FLASH

FALL 1990



He'll get your pulse racing and take your breath away!

Have you heard the news? Everybody's favourite plumber has just made a career change.

That's right, Mario's traded in his overalls for a white coat and now he's out to zap every virus that ever there was. But he's going to need your help!

At last, germs that are fun to catch.

It all starts with a big battle...the kind you find in any doctor's office.

But this battle is different. Instead of being full of pills to make you feel better, it contains a nasty collection of even nastier viruses. You can almost see them grinning and licking their lips (if they had lips) at the thought of getting out and infecting some innocent video gamer.

Mario says, "Take your vitamins!"

The only way to put these flu bugs to bed is by throwing multi-colored vitamin capsules into the bottle.

As the capsules fall



into the bottle.

Here's your prescription for fall fun.

DR. MARIO

through the glass container, you can move, shift and spin them so they land exactly where you want them.

Open wide and say "argggghh"!

Your purpose in shifting and spinning the



First, you're trying to get them to land on the viruses. Otherwise you'll never get through alive.

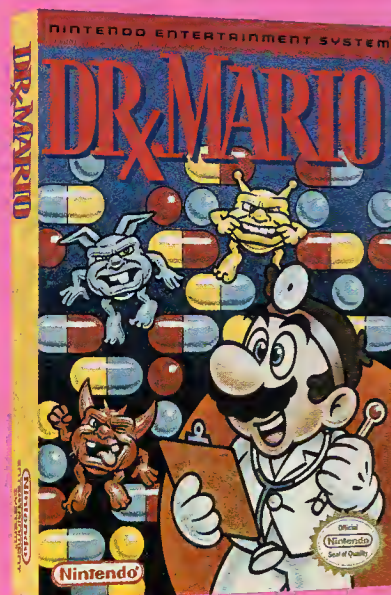
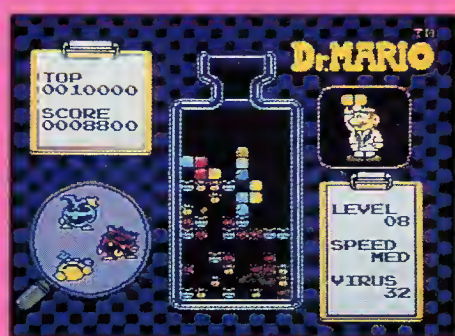
Second, and most importantly, you want to arrange the capsules so they align with other capsules on top of the viruses.

If you can get four or more vitamin capsules of the same colour to land in a row, the virus self-destructs. Destroy all the viruses in the battle and your reward is that you get to go on to the next round, where things are even more difficult.

The cure for your winter blues, reds and greens.

Here's the game to get you through the cold season without getting the blahs. Dr. Mario will keep you in peak condition from now till spring.

And you can share the fun with a friend. Play Dr. Mario alone, or try simultaneous 2-player action. Either way, you're sure to have a blast, so get down to your favourite video game store and check out Dr. Mario right away. Just tell them it's the video game that's good for you!



INSIDE THIS SPECIAL 8-PAGE ISSUE:

What's HOT for Christmas: Nintendo CHALLENGE update; plus Final Fantasy™, Super Mario Bros. 3™ and much more!

ENTER THE DR. MARIO HIGH SCORE CONTEST
DETAILS INSIDE!

From the top

The name of the game is Challenge.

Each day thousands entered. Hundreds excelled. A few went on to greater glory.

Without a doubt, **The Nintendo National Challenge Tour 1990**, brought to you by NES and Game Boy, has been the Nintendo event of the year. And everyone who entered is a winner by us.

However, if you saw the final championship-to-end-all-championships on October 6th, you know that the person who walked away with all the marbles was our Eastern region champion, 15-year-old Martin Lefebvre of Montreal.

Putting all his skills and knowledge on the line, Martin went head-to-head against our other two regional champs, Marc Mouta and Steve Lachapelle, and came away Nintendo Grand Champion for 1990. (What a way to start the new decade.)

For Martin it's like Christmas came early, with prizes and publicity galore. For the rest of

us, it's a great wrap-up to a great year.

Speaking of Christmas, don't miss this issue's line-up of "what's hot" for the yuletide season. Take special note: if you haven't got your Power Glove yet, there are more great games coming especially designed for the Power Glove.

You might even use the Top 20 favourite games as a "Christmas Wish List". Just check off the titles you'd like, but don't have, and leave it lying around where someone really nice can see it.

In the meantime, have yourself a great fall and Christmas, and hopefully we'll be talking again early in the New Year. Be seeing you!



Guy Martin
Editor-in-chief

TOP 20 FAVOURITE GAMES

With Christmas coming, here's a great idea for tracking which Nintendo hits you want in your collection. Just look at this issue's Top 20 list, check off the "have" box if you already have that title, and check off the "want" box if you're looking to get it. Then, if someone asks what you want for Christmas, you won't have any trouble remembering exactly which titles you're after.

Title	Have	Want	Title	Have	Want
1. Super Mario Bros. 3®			11. Mike Tyson's Punch-Out!!®		
2. Teenage Mutant Ninja Turtles™			12. Double Dragon™		
3. Double Dragon II™			13. Contra II™		
4. Super Mario Bros. 2®			14. Super Mario Bros.		
5. Tetris™			15. Contra™		
6. The Legend of Zelda®			16. Ice Hockey		
7. Mega Man II™			17. Metroid™		
8. Blades of Steel™			18. Bad Dudes™		
9. Zelda II - The Adventure of Link®			19. Faxanadu™		
10. Dragon Warrior™			20. Ninja Gaiden™		

Based on votes received as of October 10, 1990

Vote for your favourite NES games – send your top picks to:

Top 20, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ont. M8Z 5R5.

A LITTLE HEALTHY COMPETITION FROM DR. MARIO

He's hot. He's cool. No, he's not running a fever – he's Dr. Mario, the latest addition to the Mario family of Nintendo fun.

Now here's another great reason (as if you needed one) to be the first on your block to become a Dr. Mario "health nut".

Start popping those vitamin capsules and zapping those viruses right now. Then, when you think you're game's as good as it can be, photograph your highest score off the TV screen and **mail it to us before February 15, 1990.** (Make sure we can read the score on the screen. For best results, turn off the room lights and photograph without using a flash.)

YOU COULD WIN

Be the first in Canada to own the exciting new **Nintendo World Cup™**, realistic international soccer action for up to 4 players using the NES Satellite™ or NES Four Score™.

So get out your medical kit and start working on your Dr. Mario high score today.



PRO'S CORNER

SUPER MARIO BROS. 3

A quick route through Fortress 3.

Save yourself time and energy when you get to the Fortress in World 3. Once you're inside, head straight for the sixth door along. Go through the door, and you'll find yourself right in Boom-Boom's room. What could be better?

Live long and prosper.

In World 1-2, there's a point as you come down the first hill where the overhanging pipe keeps spitting Little Goombas out at you. Simply turn yourself into Raccoon Mario and keep landing on the heads of the Goombas without touching the ground. (It's kind of like using the little creeps

as springboards to keep you in the air.)

Pretty soon you'll be scoring a 1-up for every Goomba you stomp, and you can just keep going till you reach the maximum number of lives you're allowed to carry at any one time.



The quick route to Boom-Boom.

Stomp those Goombos.

Turn a Hammer Brother into a Treasure Ship.

What you do is collect coins until the number of coins you're holding is a multiple of 11 (e.g. 22, 33 or 44 coins).

Then you make sure that the "tens"

digit – the second from the right – in your score is the same as the above multiple of 11. (So if you have 44 coins, the second number from the right in your score should be 4.)

Finally, make sure that when you end the stage you're on, the timer stops on an even number.

This should work in Worlds 1, 3, 5 or 6.

Giving Boom-Boom the slip.

When you enter the Fortress in World 7, go into Boom-Boom's room and become Raccoon Mario.

Then, take a running jump and fly up, up, up, – until you see a pipe coming out of the ceiling.

Fly up into the pipe, and you can go on to finish the rest of the World.

FINAL FANTASY

To get the Mystic Key.

One of the items you're going to need to go all the way in your Final Fantasy is the Mystic Key.

However, the process of acquiring the Key is anything but simple. First you have to make your way to the marsh Cove. Inside you'll find the fabled crown. Take the crown to the Northwest Castle and exchange it there for the Crystal.

So far, so good. Next, you have to take the Crystal to Motoyo's cove. Where before she was tight-lipped and uncooperative, once she has the Crystal, Motoyo becomes quite helpful.

In fact, she'll give you on herb that will come in quite handy in Elfland.

With herb in hand, quickly take your company of adventurers to Elfland. Once there, go to the castle of Elf and make your way to the prince's room. Use the herb to wake the prince up. He will be so grateful, he'll give you the Mystic Key. And your quest can continue.



The Conoe takes you many places.

To get the Canoe.

The Conoe is the second major mode of transportation you can acquire, after the Ship. Once you have the Conoe, you can travel the many rivers (not to mention face all kinds of new dangers).

The first step is to make your way into the Earth Cove and defeat the Earth Lord you'll find there. Of course, this is easier said than done. Your enemy is waiting **five levels down**, so be sure you have lots of life, magic and potions before you go into the Earth Cove. (You won't be able to put up a Tent or a House there, either, so you have to fight well to make it all the way.)

Once you defeat the Earth Lord and you have received the Orb, go to Crescent Lake (you'll need to sail port-way, then trek over-land). At Crescent Lake you'll find a circle of prophets. They will give you the Conoe, as well as some soggy advice.

TETRIS

Open up holes.

Sometimes you can't help but cover up a "hole". But if you make the line of squares covering that hole disappear without adding any more blocks on top of the hole, you can open it up and keep your game under control.

Complete the line to uncover the hole.



Get it where you can.

While we all want tetris, sometimes you take what you can get just to keep the game from getting out of hand.

For example, sometimes you can get more mileage out of a 4-Bar by using it horizontally. Or, you may have to compromise and settle for just three lines disappearing to avoid having the blocks pile up too high.

Remember, it's better to use a piece well and live to play on.

What's hot for Christmas

It's been another fantastic year for Nintendo fanatics. If you're just starting

FINAL FANTASY™

The Role Playing Game that gives you undreamed-of control.

Imagine a game where the difference between winning and dying isn't how fast your fingers move but how sharp your mind is.

A game where you control the action with **four different characters** – characters whose strengths and powers you pick.

A game that you play **over an entire planet, even through time itself.**

Well you don't have to imagine it. The game exists. And it could be your **Final Fantasy!**

A world for the saving. The first challenge in Final Fantasy is

picking your team. Perhaps your first instinct is to go with four fighters. But wait – what will you do when the guile and stealth of a thief is required? And, while the Red Mage is stronger on defence, the

battle is joined, it's up to you to align your fighting force to maximize its strengths.

Whether you're facing a host of Imps or a single Earth, how you deploy your troops will determine whether you succeed or fail. Or die trying.

Orbs of light to battle the Black Orb.

It begins with the quest to restore power to the orb each warrior carries. It ends when you take the ultimate trip – back 2,000

years in time to face the nameless one.

Only you can make the world free again. Take up the challenge – Final Fantasy.



A fighter to lead the way.

Danger lurks everywhere.

Black Mage has the power to destroy your enemies...if he lasts that long. Choose wisely – a world depends on you.

Evil at every turn. Each time

Now get Super Glove Ball FREE with the

POWER GLOVE™

Reach into the next dimension with the Power Glove from Mattel. With its special 3D sensors and programmable keypad, the Power Glove brings you a new level of hands-on game control – power that's right at your fingertips.

Better yet, if you get the Power Glove by March 31, 1991, you'll get **Super Glove Ball** – created especially for the Power Glove –



absolutely free!

A special offer on a very special game. You're going to love Super Glove Ball. It puts your hand "inside" the TV for the ultimate in interactive game play.

Best of all, this \$69.95 retail value can be yours free. Just buy the Power Glove (or get it as a gift) up to March 31, 1991.

Then mail the UPC symbol, proof of purchase and the special rebate form, available in-store, to Power Glove, P.O. Box 5099, Paris, Ontario N3L 3W5 by April 30, 1991. Within 6 to 8 weeks you'll receive Super Glove Ball absolutely free.

The amazing Power Glove. It's the power you've always wanted, right in the palm of your hand. And there's never been a better time to get that power than **now!**

Christmas this fall.



To think about Christmas, here are some items you'll want to think of first...

NES Satellite & NES Four Score:

FOUR TIMES THE FUN!

The best in sports action gets even better when you play head-to-head with 3 friends.

This Christmas, make your Nintendo Entertainment System a true team sport – with the NES Satellite and NES Four Score four-way controller systems.

If you thought playing by yourself or with one other friend was exciting, wait till you try this.

Both the Satellite and Four Score let you hook up four controllers simultaneously to your Nintendo. It makes for game play unlike anything you've experienced before.



Four player fun.

A new level of teamwork – and competition.

With four people playing at the same time, you have to learn how to work with your teammate.

For example, in **Super Spike V'Ball**, if your partner is serving, it's up to you to potrol in front of the net, moking sure your opponents don't smosh the boll into your side of the court.

The same goes for **NFL Play Action Football**. When you're the quarter-back, your team mote is the receiver. Or the blocker. You decide where your strengths lie and how best to use them.

And when you're playing **against**



Head-to-head action.

friends, you can try to "psych out" your competition. You can't do that to o computer.

Get wired or go wireless.

The NES Four Score is "wired" to your Nintendo Entertainment System. The NES Satellite is cordless, communicating by infra-red from up to 15 feet away for ultimate flexibility and freedom of movement.

Either way, you simply plug four controllers into your four-way system and get set for the time of your life. And watch for **Nintendo World Cup**, sizzling soccer action for four players.



It'll blow your mind.

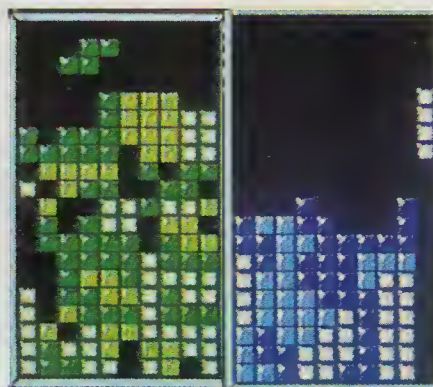
Last time we looked, this outrageously different mind game was sitting at number 5 in the Top 20 chart. And there's a good reason why it's so popular.

Sure, we can tell you it's a game where shapes – tetrads – fall before your eyes, twisting and turning, merging to form unbroken rows of blocks which disappear as each line is completed. But the only way to know how much fun Tetris really is, is to play it yourself.

It's all in the reflexes.

One thing we can tell you...it takes

TETRIS™



What a mess – try again!

A "tetris" about to happen.

a cool head and split second timing to get those tetrads exactly where you want them.

And it's so easy to get started. Lots of time to move those tetrads...flip 'em around...shift 'em into place. Before you know it, your heart's pounding, there's sweat on your brow and you're wishing you'd bought that Power Glove after all.

Check it out!

Tetris is the one title that belongs in every video game collection. Whether you're into sports or adventure games, you'll love Tetris.

Too Good To Be TRUE?

Get a **FREE** Dragon Warrior™ Game Pak with your subscription to Nintendo Power.™

READ THIS...

This is the biggest offer in Nintendo history. It's true - you get a **FREE** Dragon Warrior Game Pak and the means to master it with 12 incredible issues of Nintendo Power - a \$124 value - for just \$21!*

Here's how it works... suggested list price of the Dragon Warrior Game Pak is \$69.99... the Explorer's Handbook and 12 issues of Nintendo Power is \$4.50, multiplied by 12 equals \$54. All together this offer is worth \$124.

control and insight you need to get the most from every Game Pak you own. Plus it's your official link to the world of Nintendo. Hurry! Order today, while supplies last. (The Nintendo representative will need to talk to the person whose name appears on the card.) Plug into the power - Nintendo Power!

THE PERFECT POWER GIFT! If you'd like to give a Nintendo Power subscription as a gift and take advantage of this special offer, call the number below and tell the Nintendo representative you want to give as a gift, and we'll start the gift subscription to Nintendo Power with the January issue.

CALL 1-800-258-7200

WHILE SUPPLIES LAST.
Order by VISA or MasterCard, 24 hours a day, 7 days a week.
The Nintendo representative will need to talk to the person whose name appears on the credit card.

THERE'S POWER IN NUMBERS.



Super Mario Bros. take the bus.

Next time you're on your local city bus, don't be surprised to see three of your favourite games staring back at you.

Yep, this stunning artwork is going up in buses and subway trains across Canada and it's like stepping in and seeing three old friends. Nice.

Power Glove on the move.

There's also a new energy source in buses and subways, and it's called the Power Glove.

The message is crystal-clear - Nintendo is where the power is and the Power Glove is the source of power. Got yours yet?

THE BULLETIN BOARD

Remember, the number to call for game tips is (416) 253-PLAY. The Hotline is open Monday to Friday, 8 a.m. to 8 p.m. Eastern Time; Saturdays from 10 a.m. to 6 p.m. For answers on equipment trouble, call collect (416) 252-GAME. Remember to be careful when you dial the Nintendo Hotline.

To subscribe to Nintendo Power magazine, call toll-free 1-800-255-3700, 7 a.m. to 1 a.m. Eastern Time, Monday through Saturday. It's just \$21 for six big issues and someone with a credit card will have to make the call.

One more thing... if you move, please tell us. Just clip the address label from the back of your Power Flash and send it to us along with your new address. Thanx.

IN BATTLE, ALWAYS HAVE A LITTLE SOMETHING UP YOUR SLEEVE.



MAIL BAG



Dear Nintendo,

We have recently purchased and finished Super Mario Bros.3. We thought it was exciting. The best part was finding the Warp Zones.

In the future we hope you continue Super Mario games and many other new games. We love Nintendo and hope to see our name in the Power Flash.

Greg Dubeau, Thornhill, Ont.
P.S. Make the Power Flash longer.

Your wish is our command Greg. As you can see, this issue of the Power Flash is indeed longer. Thanks for the compliments and hope to hear from you soon.

Dear Nintendo,

I really enjoy the game system you have put together. It's really neat! I think I speak for all the kids that have a Nintendo, and the kids that want one. I think the parents like it too because it keeps children of all ages busy. Instead of watching cartoons, I switched to Nintendo. At Christmas time, when I got my Nintendo, my father and my uncle were trying to beat each other at Duck Hunt. BOY, THEY REALLY GOT INTO NINTENDO!

Courtney Mudford, Brantford, Ont.

It looks like there are a lot of parents out there playing their children's Nintendo Entertainment Systems after the kids go to bed. Guess they're just big kids too, Courtney.

Dear Nintendo Power Club,

I'd just like to congratulate you on a wonderful and helpful magazine. I enjoy getting sneak previews of up and coming games and the tips make all my games a little easier. Keep up the GOOD WORK!

Kim Mannix, Saskatoon, Sask.

Glad you're enjoying the Club, Kim, and

we'll make you a deal - you keep playing the games, and we'll keep looking for tips to pass on. O.K.?

Dear Nintendo,

I got my Nintendo for my birthday and I loved it. I played it at least 5 hours a day. My gramma got me started in Nintendo. I think Nintendo is the best. I really like the equipment that's for Nintendo, like the Satellite and the Power Glove. My favourite movie is The Wizard, because it is all about Nintendo.

Your #1 fan, Justin Kuch, North Bay, Ont.

Aw shucks, Justin... you keep talking like that and we're liable to start thinking we have the best video game system in the world. Come to think of it, you're right - we do have the best video game system in the world. Thanks for pointing it out.

Dear Nintendo,

I've recently finished the World Cup on SuperSpike V'Ball. It took me two days to finish it. Here is a hint: use the team with the best defence, when the other team goes for a spike, push your A button as fast as you can. Be careful of the U.S.S.R. team.

Chris Martin, Dieppe, N.B.

Great advice, Chris. And isn't Super-Spike V'Ball a great game? Have you tried it with 3 friends using NES Satellite or NES FourScore? Kind of a blast, isn't it? Thought you'd think so.

Dear Nintendo,

I got my Nintendo this Christmas. The minute I popped Super Mario Bros. into my system I was playing so serious that there was smoke coming out of my ears. I have the Nintendo (Advantage) joystick. When I got it I hit the ceiling and did a double somersault in the air (if you know what I mean).

I love my Nintendo.

Michele Eggleton, Mississauga, Ont.
P.S. I go head over heels when my Power Flash comes in the mail for me.

We love you too, Michele. After all, if you weren't there to read the Power Flash, there wouldn't be much point in our writing it, would there? Keep up the good work.

Dear Power Club,

I just got a Power Pad for my birthday. I always play World Class Track Meet. My friend Jule Ianni and I can beat the Cheetah. We practiced hard. My best event is Triple Jump, my worst event is Hurdles. I love Nintendo a lot and I hope you make lots of games for the Power Pad.

Lauren Fratesi (Age 9),
Sault Ste. Marie, Ont.

Boy, you must be in great shape to beat the Cheetah, Lauren. We'll certainly do our best to get more Power Pad games out there. Who knows, this could be the first step in a great athletics career.

THE LAST WORD

That's it till Christmas. Remember, make it Nintendo and you're sure to have a great holiday season. Remember to keep those cards and letters coming to **Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ont. M8Z 5R5**. Merry Christmas. Happy New Year and we'll be talking to you soon. Bye for now.



Bigger, better, more exciting than ever...

THE 1990 NINTENDO CHALLENGE CHAMPIONSHIP!

Canada has never seen anything like it before. We may never see anything like it again!

It's the most exciting, most incredible, most humungous Nintendo event **ever**, and it just wrapped up.

The Nintendo National Challenge Tour 1990, sponsored by Nintendo and Game Boy, is what it was called, but the thousands of Nintendo fanatics who took part just called it outstanding. It was a chance for many to try out Super Mario Bros. 3 and the amazing Nintendo Game Boy for the first time.

The challenge to players across the country was to reach their highest score possible in 4 minutes of Super Mario Bros. 3. These are some of the top scorers in the country:

Stephane Bandaz, Laval, Que.	545,100 pts.
Charles Gagliana, Anjou, Que.	562,050 pts.
Martin Lefebvre, Montreal, Que.	561,900 pts.
Steve Lachapelle, Montreal, Que.	630,000 pts.
Francois Chapdelaine, Unionville, Ont.	547,700 pts.
Sandra Digiovanni, Toronto, Ont.	607,800 pts.
Carlos Balcarce, Edmonton, Alta.	417,000 pts.
Daniel Bahri, Mundare, Alta.	403,600 pts.
Marc Mauts, Calgary, Alta.	365,700 pts.

Congratulations to these and all our other daily winners. The 3 top scorers from each

region - East, Central and West - had been invited on an all-expenses paid trip for two days to Canada's Wonderland, outside Toronto, to see the other prize winners.

It's during that trip they took part in the Nintendo Challenge Championship - with a chance to win all the (electronic) marbles.

Have you joined us for the grand finale to one of the year's great events - the Nintendo Challenge Tour 1990! See you all next year!

GAME BOY
COMPACT VIDEO GAME SYSTEM

